

























Terrain Effects Chart

	Name	Terrain Depiction	Combat Effects	Leg		Light Infantry		Motorized		Mechanized	
				Other	Storm	Other	Storm	Other	Storm	Other	Storm
HEX TERRAIN	Flat		Att: Armor x 2 (vs. non-Arm/Mech) Att: Mech x 1½ (vs non-Arm/Mech)	1	1	1	1	1	2	1	2
	Flat Woods		None	2	2	1	1	2	3	2	3
	Rough		Att: Armor x 2 (vs. non-Arm/Mech) Att: Mech x 1½ (vs non-Arm/Mech) Both: Lt. Inf +/-1	2	3	2	2	3	5	3	4
	Rough Woods		Both: Lt. Inf +/-1	2	3	2	2	3	5	4	5
	Highlands No Airmobile w/o Road No Paradrop		Att: Armor & Mech x ½ Both: Lt./Mt. Inf +/-1	3 (Mt. Inf 2)	4 (Mt. Inf 3)	2	3	4	6	6	8
	Highland Woods No Airmobile w/o Road No Paradrop		Att: Armor & Mech x ½ Both: Lt./Mt. Inf +/-1	3 (Mt. Inf 2)	4 (Mt. Inf 3)	2	3	6	6	8	8
	Marsh (Rice Paddies)		Att: Armor & Mech x ½ Both: Lt. Inf +/-1	3	P	2	4	6	P	8	P
	Mountain No Airmobile w/o Road No Paradrop	 ZOC	Att: Armor & Mech x ½ Both: Lt./Mt. Inf +/-1 Armor/Mech no attack w/o road	4 (Mt. Inf 2)	4 (Mt. Inf 3)	3	4	Prohibited Movement allowed only along a road			
	High Mountain No Airmobile; No Paradrop	 ZOC	Att: Armor & Mech x ½ Both: Lt./Mt. Inf +/-1 No attack w/o road	Prohibited Movement allowed only along a road							
	Urban No Airmobile* No Paradrop	 ZOC	Both: Lt. Inf +/-1 Def: Leg & Lt. Inf x2	Urban to Urban: Treat as Primary Road Other to Urban: Treat as appropriate Road when connected by Road, otherwise 1							
IN-HEX or HEXSIDE FEATURES	Fortification		Def: 2 column shifts left (if never been captured) No Armor/Mech bonus	Enemy controlled: other terrain (no road movement into or out of enemy Fortification) Friendly controlled: Other terrain							
	Secondary Road/ Railroad		Other terrain	1	1	1	1	1	1	1	1
	Primary Road		Other terrain	½	1	½	1	½	1	½	1
	Highway		Other terrain	½	1	½	1	⅓	½	⅓	½
	Jungle No Paradrop		Att: Armor & Mech x ½ Both: Lt./Mt. Inf +/-1 Def: Leg & Lt. Inf x 2	+1	+2	+0	+1	+3	P	+2	P
	Factory		Def: 1 column shift left Ignore retreat results	+1		+1		+2			
	Minor River Hexside, Canal	 ZOC	Att: Each unit is x ½ Def: May not retreat across unbridged hexside (except Lt. Inf)	+1		+1		+2		+2	
	Major River Hexside	 ZOC	Att: Each unit is x ½; only across bridged hexside Def: May not retreat across unbridged hexside (except Lt. Inf)	Prohibited Movement across only with Bridge							
	All-Water Hexside		Att: N/A Def: May retreat across bridged hexside	Prohibited Movement across only with Bridge							
	Enemy ZOC	N/A	N/A	+1 to exit or enter an enemy ZOC if no friendly unit present ‡							
	Tunnel		-2 DRM for Interdiction Strikes	Other terrain; treat as Road if using the road							
	Town, Airfield		Def: +1 DRM	Other terrain							
	Chem, Nuke Site No Airmobile* No Paradrop		Def: +1 DRM	Other terrain							
	City, Port/Airbase No Airmobile* No Paradrop		City Def: 2 column shifts left; no Armor/Mech bonus; Both: Lt. Inf +/-1; Port/Airbase +1 DRM	Other terrain							

* Airmobile is allowed if the Urban, City, or Installation is friendly Controlled.  No ZOC into or across these. ‡ ② non-zero = ZOC [8.2]. See [8.2.4] for possible LI exceptions.